status

N E W S L E T T E R

GENERIC

NEWSLETTER

NOTE: CONTENTS MAY SETTLE DURING SHIPMENT.

Speedscript 3.0

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S.T.A.T.U.S.-OFFICERS

PRESIDENT	GENE RODRIGUEZ	499-6021
VICE PRESIDENT	STAN HARRISON	497-4369
TREASURER	J. C. PETTY	463-6904
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LIBRARIAN	DAVID HOWELL	468-3433
SYSOP	DOUG BOYNTON	468-6242
EDITOR	GENE RODRIGUEZ III	490-2951

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   S.T.A.T.U.S.  BBS
      804-468-1096
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Editor's File

USES I HAVE HEARD:

"I don't have AtariWriter (or a disk drive, or a modem) so how can I write something for the newsletter...?"
REPLY: I would refer those who fall into this category to the inside back cover, I quote: "[articles] will be greatfully accepted on hard copy (including handwriting) if you do not have a disk drive..."

"I don't have time..."
REPLY: those who consider this response might also consider the time devoted to this club by some of their co-members...I won't name any names, but one of them manages a full time job, night classes at Old Dominion AND to put this newsletter together every month so surely you could manage a mere half page...

"I can't think of anything to write..."
REPLY: You must be kidding! The company that made your computer is going through one of the biggest changes the industry has ever seen, dozens of new programs come out every month, and if that wasn't enough, I'm sure you've done something with that computer you bought besides cover the burn mark on your coffee table! These are just a few subjects that could be covered by an article with your name on it...

Why (you may ask) did I start this column with some of my all time favorite excuses? Because in case you don't know it, the newsletter is the only contact we have with other clubs... the only image they have of us is the one they get from reading what you hold in your hands. Personally, I don't think they're getting quite the message we have in mind... reprints from other clubs and articles from the same handful of contributors doesn't speak well of our level of participation...

I can see a number of alternatives to this sorry state: we could band together with the other users groups in the area to form a homogenized, assembly line product (very much similar to white bread)... we could reduce the number of issues per year to six (or maybe four, or maybe one)... or we could just go to an all reprint format and be done with it...

You decide what you want, and let me know...

On a lighter note we do have some articles this issue thanks to Doug, Buck, Little Nip (oh yeah) and to the Computer Squad News and the Huntsville Atari Users Group (HAUG). Might as well give credit where credit's due...

≡RIII

STATUS Minutes

First Meeting, May 2,1985

President Gene Rodriguez opened the meeting by welcoming the members and visitors. He followed up with the latest news on Atari Dos 2.5 and other hardware and software. Atari DOS 2.5 is out now and supposedly will be made available to the users groups. DOS 2.5 is brought to us by Optimized Systems Software(the same folks who gave us DOS 2.0).

"Speedscript 3.0", the latest enhanced word processor from COMPUTE, is out and is a feature packed wordprocessor. The program listing and instructions are in the May 1985 issue.

Buck Maddrey (Activities Director) gave a general review of the clubs presentation at the computer show. He also presented a the prize for top recruiter of new members at the show. The award (a box of diskettes) went to our Vice President Nip Harrison.

The meeting then adjourned to the Atari Basic and Introduction to Telecommunications classes. These classes were conducted by J.C. Petty and Doug Boynton respectively.

Second Meeting, May 16,1985

The new Atari 520ST has finally recieved FCC approval and is expected to be available the end of may or the first of June.

Steve Mobley of Preist Electronics gave a brief talk concerning the products and services available from Priest. He then conducted a drawing for serveral giveaway prizes.

Our library recently received a donation of 10 ANTIC diskettes. These diskettes were generously donated by Craig McCoy. Contact out librarian for access to these programs. The usual rules will apply.

Doug Boynton opened a general discussion of treasury reporting and club purchase procedures. After considerable discussion, Gene Rodriguez recommended the discussion be continued as an agenda item at the June business meeting. The meeting was then adjourned to the Introduction to DOS 2.0 class by Dale Mcpherson.

Dick Litchfield
Secretary, STATUS

Telecomputing

By Doug Boynton

A grab-bag/mailbag this month. Let's start out by saying many thanks to those who offered sympathy over the 130XE debacle. I even got a letter from Sam Tramiel's office offering condolences. His secretary asked me to send the defective machine straight to him so they could determine what went wrong. Unfortunately, it had already been replaced by the mail-order firm.

Moving on to other topics...mailbag first.

Q: IF YOU WERE BUYING A MODEM RIGHT NOW, STRICTLY FOR CASUAL HOME USE, WHAT WOULD YOU BUY?

A: An Atari 1030. It's a good, inexpensive 300 baud modem. And every day someone is creating another good piece of software for it.

Q: HOW DO I START A BBS?

A: If you're using a 1030 modem, Jim Steinbrecher in Sterling Heights, MI, is issuing an outstanding program for a few bucks. Contact the folks at MPP for a program for that modem; or Don Pemberton at the 007 BBS can give you the name of a fellow in Ann Arbor Michigan that puts out a very good BBS program for the MPP. 850 owners...we can dig up something for free locally, I'm sure. Read on...there's also information about a new program in the works.

Several of you have indicated you intend to put up BBS systems (redundant, I know) very soon. We'll keep an eye out and keep everyone posted on the STATUS BBS (468-1096).

Incidentally the STATUS BBS passed its first anniversary this month. Some statistics...we're up over 12,000 calls in the first year. We're averaging somewhere around 30+ calls per day. We've put an average of seven brand-new programs up each week.

The world of telecommunications...espceially as it pertains to Atari...is changing rapidly. We're beginning to see multi-user Atari systems out there...some subscription-only systems; and Atari BBS emulators running on IBM hard-disk systems. I'm confident a hard disk for the XE series of computers is just around the corner. And that doesn't take into account what's going to happen when the ST's hit the market.

The price of modems continues to drop. One software publisher, SourceView, is promising a FREE modem with the purchase of its $49.50 Bulletin Board Construction set. SourceView's Marketing Manager, Michael Dean, says a deal to distribute an MPP clone with the program fell through; he says they're planning on offering a serial (850 or R-verter required) modem made by Advanced Logic Systems. The modem would be a 300-baud, auto-answer number made "in the Orient". IMPORTANT: This deal, according to Dean is, "in the works". They are NOT sending the modems with the program right now...although he says his firm's deal will effectively put Atari Corp. "out of the modem business".

More on the Construction Set itself...Dean says it's a machine-language program...very fast...and allows custom features and menus. It's currently being used by the Michigan Atari Computer Enthusiasts (MACE) on their system, according to Dean. He also says Atari will use it as their "official" BBS; to be announced following the June CES. Drawbacks...it will require what Dean refers to as a "Big Boys" modem...meaning a serial-type (read 850) modem. It also requires at least two drives, one for the program itself, and one for the message base and other information.

The program comes in modules, and as the user calls up different functions, the program calls different segments from the disk. The total package runs in excess of 200K machine-language bytes.

Dean's company is also trying to put together a network of BBS's...for advertising purposes. In other words, "...Coming up, the download files, but first this word from our sponsor..." Hmmm. At any rate, the company can be reached at 800-443-0100, extension 440.

It should be an interesting summer. Keep on dialing.

NEXT TIME: A DISTURBING TREND

Random Files
By Mr. Computer

Did you ever format a disk, set it back in the box, and then not remember which one you formatted? Or move a file from one disk to another and then lose track of it in a stack of disks? I have an easy solution: 3M note pads. These are the ones with the easy stick adhesive. Simply put the necessary reminder on one and then stick it directly to the disk or the jacket. They are easy to remove, leave no stickum, and they make terrific temporary labels. ....Remember: Jot it down and "Stikit".

SpeedScript 3.0
May 1985 COMPUTE
Reprinted from HAUG Newsletter June 1985

SpeedScript is an excellent freebee word processor. It can toggle between insert and write over mode and loads from menu as does Letter Perfect. It will delete, move, or duplicate a word, sentence, paragraph, or any combination up to 2K characters. It will show all false spaces so lining up columns is made easier. It can insert information into the text that will not print, just like a REM 'ement in BASIC.

If your good TV is out, or you have to use an old $59.95 special, you are in luck. The screen letters are dark on a light background and uses a redefined character set so the text is very readable, even if the set is ready for the trash heap. The screen line width can be reduced to as few as two characters to overcome overscan. I tried it on a set that would only show 30 characters and had an almost dead tube. It looked excellent.

It has full search and replace options just as do the big boys. It can chain files, but can't do form letter inserts as can ATARIWRITER. It will center text, and block right, but for shame, for shame, it will not right justify. But then for $2.95 what do you want? Maybe that will be added to SpeedScript 4 along with an 80 column option. Its files are compatable with ATARIWRITER files and it will load a LISTed BASIC program. It does not need a printer driver as printer commands can be sent using what is called a PRINTKEY. The instructions for setting up and using PRINTKEY are not very easy to follow at first, but after mastering them, they are easy to setup and use. You can have 2 or 3 doz. PRINTKEYs and each can be set equal to any ATSCII number. I defined all of my PRINTKEYs in a format line and then saved them as a file named CREATE.

Cursor movement is not normal. But it has advantages. The left and right arrow keys work as always, but the up and down keys are different. Control up/down moves the cursor to the start or end of a sentence, not the next line. Shift up/down moves it to the start or end of a paragraph, and it is FAST.

None of thte commands are the same as in any other word processor I have used, so if you have a store bought one, I doubt if you will care for SpeedScript 3. The program can't access the R: device as can ATARIWRITER, but its files can be sent from disk just as any other ASCII file can. Also, you can't insert another disk file into the file in memory as in other word processors. It will replace every thing from that point on with the new file. However, if you load a file at the end of your text, you can move it to a new location in 2K blocks.

The only real short coming of SpeedScrip 3.0 is the lack of justification. This review was written using SpeedScript, but printed using ATARIWRITER to gain justification. You must be careful when going from one WP to another as SpeedScript holds 7164 more characters then ATARIWRITER, but less than Letter Perfect. I give it a freebee rating of A+.

Bounty Bob Strikes Back
By: Bill Hogue and Curtis Mikolyski
Produced by: Big Five Software
Reviewed by: Buck Maddrey

After over a year of advertising, a long awaited sequel to the now classic,Miner 2049'er, has finally been released, and should be another instant success for Big Five and programmer Bill Hogue.
The original sequel,Scraper Caper, got scrapped before ever getting to the EPROM burner for production. A disgusted Bill Hogue returned to the keyboard and now presents Bounty Bob Strikes Back.

The game is in a 40K bank select cartridge. By using bank select, Big Five has created a game that is capable of loading in higher levels of play automatically, much the same as multi stage cassette or additional access disc games use, plus discouraging piracy. The bank select cartridge is the new wave of the future in programming.

Bounty Bob Strikes Back is more of the same jumping and climbing as the original but with much more difficulty. The graphics and sound have been improved and it has original music too! The title screen and high score roster are very

unique. They feature some birds that fly in with the letters and numbers and place
m in position on the screen. There is also a game adjustment screen. This lets
you adjust the parameters of the game.ie:number of players,bonus point
level,number of initials in high score roster(up to seven),as well as difficulty
level and much more. Difficulty levels are: Easy, Medium, Hard, and finally
"C'Mon". The game timer is located at top center of the screen and resembles a
moving odometer.

There are the familiar slides, ladders, and framework and Bob is controlled.
with a joystick. He also has to contend with: Lifts, suction tubes, acid rain,
transporters, pulverisers, and mutants that are smart this time around. They can
climb ladders and chase him. There is also a mobile suction unit, and the old war
relic cannon, which, if overloaded, can destroy you. Scattered throughout the mine
are energy bars for those long leaps and bounds, and many items left behind by
Nuclear Ned. Reclaiming these items makes Bounty Bob immune to the effects of the
mutants for a short period of time. It is possible in certain levels to be
trapped, where no escape, not even death, is possible. In the first Bounty Bob you
waited till the timer ran down, this time, should you get caught, you type in Big
Five's telephone number and a "special help" will get you out.

Well thats it, twenty five screens of action packed adventure, all contained
in a normal size ROM cartridge. The package includes a 18 by 32 inch wall poster
(suitable for framing) with all the instructions you need to get started. Rating
on a basis of 1 to 5, I rate this one, "4". Recommended for Serious game addicts
only.

Blue Max 2001

By: Bob Polin
Produced by: Synapse Software Corp.
Reviewed by: Buck Maddrey

Do you remember Max Chatsworth? He was the pilot known by his mates as "the
Blue Max", and the main character in the Synapse game of the same name.

Programmer Bob Polin and Synapse have teamed again to produce the sequel,
"Blue Max 2001". In this version you are Max Chatsworth IX, a direct decendent,
and have been called upon to fight an evil force beyond even the imagination of
your ancestor. An alien empire has captured the Gamma Earthbase and enslaved the
inhabitants, so they could be drained of their life force in order to extend the
lives of their captors.

The year is 2001 and you are to pilot a hovercraft from space age technolr
Your craft is equipped with the latest weaponry, including a gravonic-penetrato.,
which will cut through defense screens like a laser through a tin can. Search and
destroy is the name of this game and the sooner the better, for the fate of the
rest of the world is up to you.

There are an abundance of targets. Hoverfields, factories, vehicles, bridges,
etc. There also are two special targets, the Shield Enhancer and the Terrain
Sequencer. The first gets you an extra shield when landed on and the other
progresses you to the next enemy hover field. As in the original, there is an
option page which lets you choose to push or pull the stick to climb, gravity or
not, and whether or not you want to bomb or land on the special targets. Much of
the other features are similar to the original, ie: command bar color changes to
indicate damage and proper altitude for air to air combat, strafing runs, etc.
There are also indicators showing fuel leaks, bomb gear damage, gun damage, and
flight maneuverability.

This program is done on the 3/4 perspective and is a graphics masterpiece.
With this effort, programmer Bob Polin has insured that the legend of Blue Max
will enjoy a continued long life, even into the year 2001.

Rating on a basis of 1 to 5, I rate this game a solid "5", one that deserves
a place in your archives.

Random Files
By Mr. Computer

Numbers: To a computer user the number 128 is very familiar. It's the number
of bytes in a block of xmodem transmission, and stands for Break Abort in the
error code. It also: translates to 80 in hexadecimal code, which is the Atascii
inverse video heart,displayed by the control comma key, is the add value for the
color blue with the setcolor hue of 8, is the number of bytes on a sector of a
disk, a "B" note in the music sound register, and 1/2 low memory pointer.

What is 128? Added, it equals 11, which stands for two "on" bits. What is
128? It is 2 to the 6th power. Did you know that there are 128 cubic feet of wood
in a cord? Where else does this number enter your life? Your address? January 28?,
or the K of the new model Atari computer you're gonna buy?

Gone, Error 128

1030 Ring Detect

If you've ever thought about running a BBS on a 1030 modem, here is some
information you may need to know. There are only 4 parts required to build a ring
detector: 1) A phone wire to connect to your phone line. The plug-in type is best.
2) A Joystick replacement cable. 3) A 125 volt AC relay. Radio Shack #275-217B or
equivalent. 4) A 22 MF or greater capacitor of at least 100 volts. 5) An optional
plastic box. DO NOT USE METAL.

Connect the GREEN Phone wire to pin 7 of the relay.
Connect the + (positive) end of the 20Mf capacitor to pin 8 of the relay
coil.
Connect the RED Phone wire to the - (negative) end of the capacitor.
Connect the unit to the phone line and test to see that it responds.
REMOVE IT FROM THE PHONE LINE!!
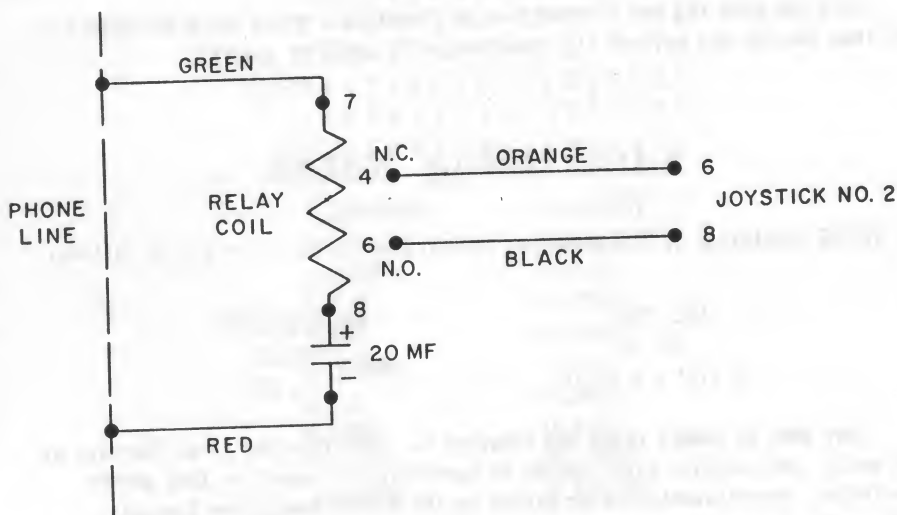Connect the ORANGE Joystick wire to the Common Relay Contact pin 4.
Connect the BLACK Joystick wire to the N.O. Relay Contact pin 6.
With a meter or circuit tester, check that no connection between the phone
wires and joystick wires occurs. Cross check all four wires.
Package up, to protect the unit and install in Joystick port 2.
Plug the unit into the phone jack. You may need a Y telephone adapter jack.

You are now ready to run your software.

Computer Desks

By: Buck Maddrey

Todays home computer system is much more than a keyboard and a tape drive. And no wonder, with the new lower prices on hardware. Multiple disk drives, color and monochrome monitors, letter quality and dot matrix printers are almost commonplace in every system.....

Problem: Which computer desk to buy that will hold all this equipment? Lets face it, NONE of the affordable computer desks are designed to accomodate all this stuff!

Solution: Build your own! Here are some alternatives to the "over the counter" computer desk.

One: Kitchen countertops. A local building materials vendor sells countertops for as little as three dollars a foot. They have the splashblock back, (no more lost pencils) rounded nose front, and are covered with formica.

Two: A solid core door. Standard size (2ft 6in x 6ft 8in) birch veneer makes an ideal table top.

Either of these can be supported by a pair of the two drawer file cabinets. Or, better yet, make two "mini" book shelves out of 1 x 12 pine shelving and then stain or paint it all to match. Ideal computer desk height is about 27 inches, so layout your bookcases with this in mind.

There you have it, two alternatives to to get that extra space you need for less than $40.00, and best of all, you can say "I built it myself"!

Advertising Rates

The STATUS newsletter is now accepting advertising... the rates are as follows:

FULL PAGE	BUSINESS CARD
$25.00	$10.00
(5 1/2" x 8 1/2")	(3" x 5")

Copy must be camera ready and received no later than the first Thursday of the month, ads received later cannot be gauranteed to appear in that months newsletter. Advertisments can be mailed to the STATUS Newsletter Exchange accompanied by a check made payable to STATUS for the correct amount.

Computer Command
Word Search

By Stan Harrison III

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A S G H Y U I O P R E D F H B H G F
B H J K I O P L D F G V C E R T G H
O I C O G H J B N G H U Y T D F O P
R E T C A R A H C L O S E E C G F J
B S E T C L E R T S C L O G F S C V
R G H U I O R O L O C T E S S B G H
G O L C M E B H J U T R F G V F D O
H U Y D I G B N V H O J K I O R E T
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T U P N I W Q A X B P F G H I O R G
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G H J U T E S A Z X C V B M N H J K
G H U I S B U S O G N H J E R T S A
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W A Z X C V B H U R E D H J I O R D
S E D O C T U P T U O F G T Y U I O
H J U Y T R E T A C O L G H Y I O R
I I C S A T R H J U I T R F H O P E
F I F G H A T A S C I I H G F T Y I
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1. CHARACTER	11. ATASCII
2. CIO	12. SETCOLOR
3. CLOAD	13. CLOSE
4. CLOG	14. CODES
5. DIM	15. DRAWTO
6. CURSOR	16. POKE
7. PLOT	17. OUTPUT
8. INPUT	18. GOTO
9. GOSUB	19. LOCATE
10. MEMORY	20. RESTORE

eleven

President's Column

First I would like to welcome all the new members, and as usual we ask you become a participant in our group activities. A Special Thanks to Steve and Josh from PRIEST Electronics for dropping by and providing us with their presentation and the raffle of computer related goodies.

Buck Maddrey does it again... As our Activities Director, he has managed to make more people aware of STATUS as the Premier ATARI Users Group in our area. Last month we participated in the Virginia/Carolinas Bussines Computer Show, And this month we will host the first ever Computer User Group Show at Pembroke Mall, and this will be the First time that all the User Groups in the area will come together under one roof in the interest of Personal Computing. The date....22 June 1985. By the way we will need volunteers, and if you're interested in participating contact Buck... Who will be there???? STATUS(ATARI), Apple, Commodore, IBM, COCO, EPSON, TRS-80, TI Users, SANYO, and a few more who at this time are not committed. Again I would like to thank BUCK for his efforts, I'm looking forward to a great show.

Our SYSOP Doug Boynton continues his articles on Telecomputing....we will be switching to a new format/program, beginning the 15th of June STATUS BBS will switch to the FoReM format....North End BBS switched over around May 5th, this will give us two FoReM boards in the local area...TEMPLE BBS which is run by our VP Stan (Big Nip)Harrison is now running on an ATARI 130XE, another first in our area, Keep up the good work.....

Atari has made the User Groups an offer on the new 520ST's: a 520ST, 3 1/2" Single Sided Double Density Drive and a 12" Monochrome Monitor, and the GEM software, for the introductory price of $799.95 including shipping, we must take advantage of this offer prior to the 25th of June(they go on sale around July 8th)...if you are interested contact me at 499-6021 between 6:00PM and 10:PM.

Rumors....The 65XE's will probably be in production soon after all of the 800XL are sold, the price of the 800XL is currently about $89.00, and like the 400/800 you should buy a spare for parts. The new ATARI printers should be out soooon. The Atariwriter Plus should be available during July, this jewel will have 80 column capability, proof-reader, and will access the remainder of the 64K available on the 130XE's...

That's it for now...See you at the Show...

Gene

S.T.A.T.U.S.

Opinions expressed in this publication are those of the individual authors and do not necessarily express or reflect the opinions of the Southside Tidewater Atari Technical Users Society. Some of the material contained herein may have been taken from bulletin boards and newsletters of other groups and should not necessarily be construed as fact.

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S.T.A.T.U.S.
Newsletter Exchange
4836 Honeygrove Rd.
Va. Bch., VA 23455
(804)499-6021

MEETINGS: S.T.A.T.U.S. meetings are held on the first and third Thursdays of each month at the Baylake Pines Private School, 2204 Treasure Island Dr., in Virginia Beach. at 6:30 p.m. All interested parties are welcome to attend.

NEWSLETTER ARTICLES:

Submitted articles are preferred on disk text files, but will be greatfully accepted on hard copy (including handwriting) if you do not have a disc drive. If you have a modem, you can upload your articles to the Editor by calling 499-6021. Articles may be submitted anytime, but will probably not make that month's newsletter if submitted less than one week before the regular meeting date.

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S.T.A.T.U.S. BBS
804-468-1096

S.T.A.T.U.S
Newsletter Exchange
C/O Gene Rodriguez
4836 HONEYGROVE RD.
Virginia Beach, VA 23455

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